

SEGA™

TM

SEGA SATURN

TM

FIFA

ROAD TO WORLD CUP

98



EA
SPORTS

Manufacturers of Official Licensed Product

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INSTRUCTION MANUAL

COMPACT
disc

This game is licensed by
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SEGA SATURN™ System

WARNING: TO OWNERS OF PROJECTION TELEVISIONS!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.



EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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For More Info about this and other titles, check out EA SPORTS™ on the web at www.easports.com



HANDLING YOUR SEGA SATURN CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.



STARTING UP

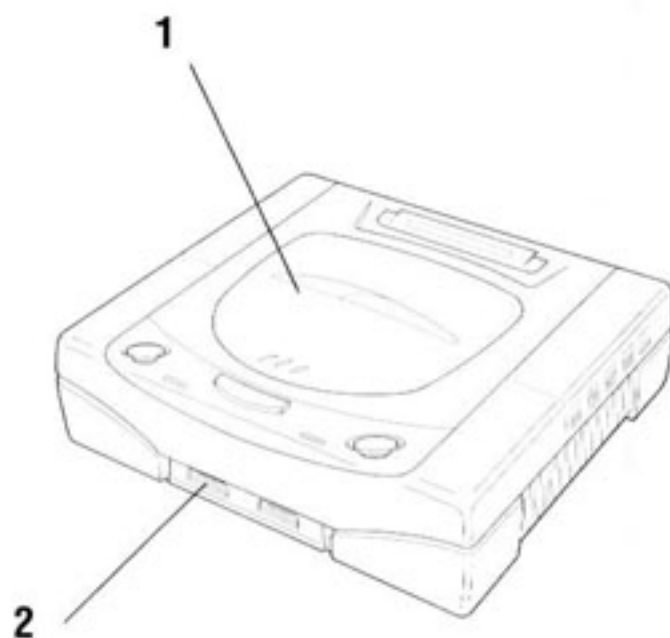
HOW TO USE YOUR SEGA SATURN SYSTEM

This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player—doing so may damage the headphones and speakers.

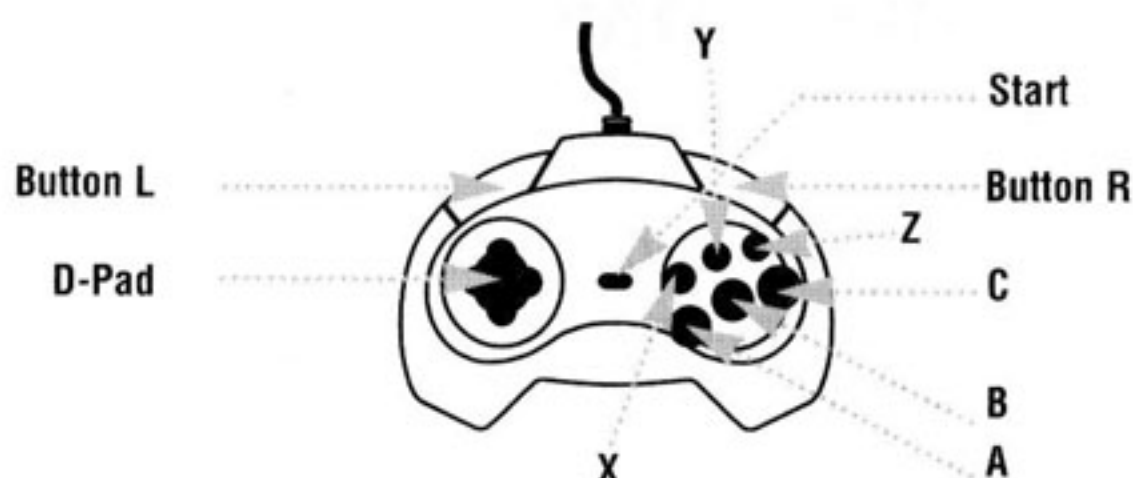
1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

- 1 Sega Saturn System
- 2 Control Pad 1



Starting The Game



1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a Control Pad is plugged into the port labelled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *FIFA: Road to World Cup 98* disc inside.
4. Press **START** to bypass the opening video, then press **START** a second time to advance to the Main Menu. (See *Main Menu*)

Basic In-Game Controls

This section offers a quick reference of in-game controls. For a detailed breakdown of the various moves you can perform on the pitch, see *Playing the Game* section.

- For menu navigation commands, see *Main Menu* section.

Note: When a player is in possession of the ball, the D-Pad moves the player relative to the camera view.

Attack

Run
Pass
Shoot
Lob
Sprint

Control

D-Pad
B
C
A
X

Defence

Run
Switch player
Tackle
Slide tackle
Sprint

Control

D-Pad
B
C
A
X



INTRODUCTION

Conquer fierce defenders and defeat entire nations on your quest to qualify for World Cup 98. The long road to France starts in initial qualifiers, with 172 teams from six international zones vying for one of thirty positions in the final rounds. EA SPORTS™ presents the largest sporting event of the century-It's up to you to qualify!

- New Road to World Cup 98 mode allows you to take a team from the first qualification match through the entire Qualifying and First Rounds to the World Cup championship in France.
- League Play, with 189 clubs from 11 leagues.
- Super fast gameplay and responsive controls.
- Enhanced artificial intelligence provides both advanced attacking and defensive skills.
- 16 outdoor stadiums from six World Cup Qualifying Zones and one indoor stadium for FRIENDLY matches.
- Authentic team chants and crowd sounds.
- Detailed facial features and hair styles.
- Introductions by Desmond Lynam and play-by-play delivered by the legendary John Motson and Andy Gray.

MAIN MENU

The Main menu is where it all begins. Customise teams and players and set team management and default options, then run various drills to improve your overall ability, play a single friendly match between any two teams, go head-to-head in a Penalty Shootout, take up to eight clubs through an entire league schedule, or start down the road to the World Cup. The choice is yours.

To highlight a menu item, D-Pad UP/DOWN, then press START or C to advance to the next screen.

Menu screens are divided into sections. To cycle sections, press A.

D-Pad LEFT/RIGHT to highlight a button icon.



To load a saved tournament, press A, then press C to select.



Menu Controls

Controls are the same for most *FIFA: Road to World Cup 98* menu screens. (Differences are noted in the appropriate sections.)

Main Menu Items



FRIENDLY

Play a match between two teams of your choice without affecting tournament or league standings.

ROAD TO WORLD CUP 98

Take up to eight national teams from the first qualification match to the World Cup championship.

(See *Road to World Cup* section.)

LEAGUE

Take up to eight clubs through an entire league schedule. On your way to the championship, you play every team in that league twice.

Note: Before playing a match, you can view league standings and fixtures and simulate matches.

TRAINING

Practice your gameplay skills. Select a team and run through a number of offensive or defensive drills. (See *Training* section.)

PENALTY SHOOT-OUT

The ultimate one-on-one contest. (See *Penalty Shootout*.)

CUSTOMISE SQUAD

Edit team and player attributes or perform club and national team transfers. (See *Customise Squad* section.)

CREDITS

View the folks who created *FIFA: Road to World Cup 98*.



TEAM MANAGEMENT



Set team rosters, tactics, formation, and positioning. (See *Team Management* section.)

OPTIONS



Set Default Options. (See *Options* section.)

LOAD GAME



Load one of up to eight user saved games stored in your Saturn's internal memory or the external memory cartridge. (See *Saving and Loading Games* section.)

Note: You can select TEAM MANAGEMENT, OPTIONS, and LOAD GAME from most game setup screens.

On The Road To The World Cup

EA TIP This section of the manual provides setup instructions, a general overview of qualification guidelines, and specified procedures for each geographical zone.

The road to the World Cup starts here. *FIFA: Road to World Cup 98* consists of a Qualifying Round, First Round, and Final Round tournament. After you successfully complete the Qualifying Round, you advance to the First Round.

Note: After you successfully complete the Qualifying Round, and you save your progress, you may restart the game at any time and select any national team and bypass the Qualifying Round. Once you advance to the Final Round, you may bypass the First Round at any time.



Set Up the Qualifying Round

After you select ROAD TO WORLD CUP 98 from the Main menu, enter the Qualifying Round and choose your team(s) for the opening tournament.

Team Select Screen

172 international teams from six geographical zones compete for the chance to bring home the World Cup. Select up to eight teams to take through each critical qualifying round.

D-Pad UP/DOWN to toggle between team/zone

D-Pad LEFT/RIGHT to cycle 6 available zones and 172 teams.

Press C to select/deselect a team to control.

Team Ratings

Press START to continue.



Geographical Zones

For information specific to each zone, see *Zones and Matchups* section.

CONMEBOL: Confederación Sudamericana de Fútbol

OFC: Oceania Football Confederation

AFC: Asian Football Confederation

UEFA: Union Of European Football Association

CONCACAF: Confederation Of North, Central American And Caribbean Association Football

CAF: Confederation Africaine De Football



Standings Screen

Following each match, the Standings screen updates you on the latest results and allows you to view current performance charts. This is also your first opportunity to save your tournament in progress.

Press A to activate the roster; press A a second time to activate Button icons.

Your teams are highlighted yellow

Move players from the reserve list to the national team (Qualifying Round only).

Group	W	D	L	GF	GA	Pts
Greece	0	0	0	0	0	0
Denmark	0	0	0	0	0	0
Croatia	0	0	0	0	0	0
Slovenia	0	0	0	0	0	0
Bosnia-Herz	0	0	0	0	0	0

Games Played
Wins
Draws
Losses
Goals For
Goals Against
Points

Press START to continue.

Standings Points

Following a Round Robin match, teams receive points - the total appears in the far right column of the Standings roster. The team with the most points qualifies for the subsequent round. (For a complete description of the qualification procedure for each zone, see *World Cup Zones and Matchups* section.)

Points are awarded as follows:

WIN	3
DRAW	1
LOSS	0

Fixtures Screen

View up-to-date schedules and the details of your next match.

- To leave the fate of a match in the hands of the computer, select the Simulate button (Qualifying Round only). The upcoming match is simulated and the subsequent match becomes available.

Scroll Zone schedules

Schedule

Upcoming match

Date	Time	Home	Away
2/6/98	13:00	Burkina Faso	Mauritania
2/6/98	13:00	Mozambique	Namibia
2/6/98	13:15	Angola	Uganda
2/6/98	13:30	Ivory Coast	Congo
2/6/98	13:30	Algeria	Kenya
2/6/98	13:45	Eritrea	Senegal

Simulate Game



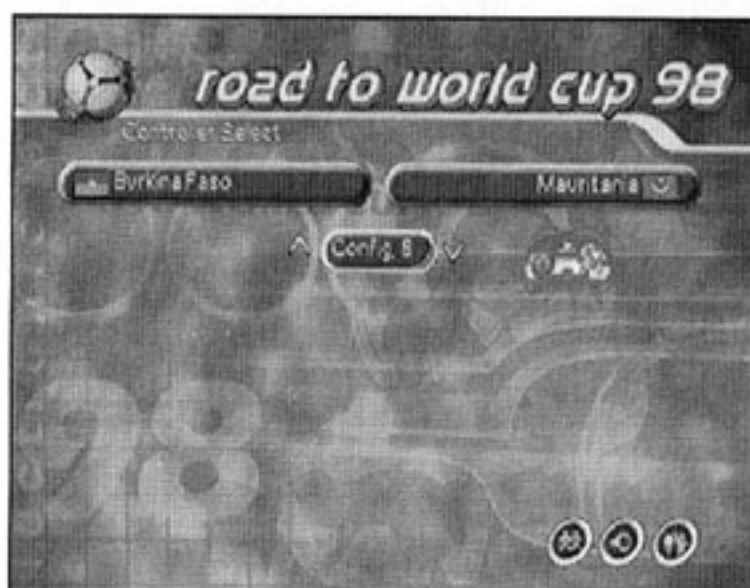
EA Tip: Any Team Management changes made from within League or World Cup mode are specific to that tournament and are saved when the tournament is saved.

Controller Select Screen

Select the team you wish to control and your controller configuration.

D-Pad LEFT/RIGHT to move the controller beneath the team you want to control. D-Pad UP/DOWN to cycle Controller Configurations

To set controller configurations, select the Options icon, then the Controller Options button.



Tip: NEW to *FIFA: Road to World Cup 98*, save up to eight customised controller configurations. (See *Controller Options* section.)

Stadium Select Screen

D-Pad LEFT/RIGHT to cycle choices
D-Pad UP/DOWN to highlight options



Select one of sixteen national stadiums and set the half length and weather (pitch) conditions.

Tip: The ball rolls farther and bounces higher on a dry pitch.



Overview of the Qualification Process

Following are the basic guidelines and procedures for the 1998 World Cup Final in the Stade de France.

Guidelines

- The World Cup Final consists of three rounds: Qualifying, First Round, and Final Round.
- 172 teams in six Geographical Zones begin the tournament; 32 advance to the First Round; 16 advance to the Final Round. (See *World Cup Qualification Zones and Matchups* section for descriptions of each Zone and its qualifying procedures.)

Byes

- In the 1998 World Cup, Brazil and France are scheduled to receive byes in the Qualifying Round and begin play in the First Round (Brazil was the champion in 94, and France is the host in 98.) However, if you select one of these teams for the Qualifying Round, a random team from their respective Zone receives a bye.
- Some teams receive byes within their Zone's Qualifying Round. If you control one of these teams, your team automatically advances to the appropriate sub-round within that Zone.

Tiebreaking Formats

Round Robin Tournament

If teams have the same point total:

- Goal difference ("goals for" minus "goals against"): if the difference is equal, the team that scored the most goals wins.
- If teams are still tied, the number of goals scored in direct encounters determines the winner.
- If teams are still tied, officials draw lots.

Home-and-Away Series

If teams share the same number of aggregate goals:

- Goals scored while designated the 'away' team determines the winner.
- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.

Single Game Elimination

If teams are tied at the end of regulation time:

- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.



World Cup Qualification Zones And Matchups

Following is a complete description of the qualification procedures for each of the six geographical zones: CONMEBAL, OFC, AFC, UEFA, CONCACAF, and CAF.



ZONE 1: Confederación Sudamericana De Fútbol (CONMEBOL)

10 Nations enter; 4 teams advance + Brazil

Zone 1: CONMEBOL TEAMS

Brazil (Bye)	Colombia
Ecuador	Argentina
Paraguay	Uruguay
Bolivia	Chile
Peru	Venezuela

Byes

- Brazil receives a bye and automatically qualifies for the World Cup. If you control Brazil, another (random) team from this Zone receives a bye.

CONMEBOL QUALIFYING ROUND

- One group of nine teams play a double Round Robin schedule.
- The top four teams + Brazil qualify for the World Cup.





ZONE 2: Oceania Football Confederation (OFC)

10 Nations enter; 1 team or no teams advance

Zone 2: OFC TEAMS

MELANESIAN GROUP POLYNESIAN GROUP ROUND 1 & 2 BYE TEAMS

Papua New Guinea	Western Samoa	Tahiti
Solomon Islands	Cook islands	Australia
Vanuatu	Tonga	New Zealand
	Fiji	

Byes

- If you control any Round 1 and 2 bye teams (Tahiti, Australia, New Zealand, Fiji), you play them at the start of Round 3.

OFC ROUND 1

- Melanesian Group and Polynesian Group both play Round Robin schedules.
- The winner of the Melanesian group advances to Round 3.

OFC ROUND 2

- The runner-up of the Melanesian Group and the winner of the Polynesian Group play a single match. The winner advances to Round 3.

OFC ROUND 3

- Two groups of three teams each play a double Round Robin. The winner from each group advances to Round 4.

OFC ROUND 4

- Group 1 winner plays Group 2 winner in a Home-and-Away series.

OFC ROUND 5

- Winner plays a Home-and-Away series vs. the fourth place team in the AFC (Zone 3). The winner qualifies for the World Cup.





ZONE 3: Asian Football Confederation (AFC)

36 Nations enter; 3 or 4 teams advance

Zone 3: AFC TEAMS

GROUP 1	GROUP 2	GROUP 3	GROUP 4	GROUP 5
Saudi Arabia	Iran	United Arab Emirates	Japan	Uzbekistan
Malaysia	Syria	Bahrain	Oman	Indonesia
Bangladesh	Maldives	Jordan	Nepal	Yemen
Chinese	Taipei	Kirgizstan	Macao	Cambodia

GROUP 6	GROUP 7	GROUP 8	GROUP 9	GROUP 10
Korea Republic	Kuwait	China	Iraq	Qatar
Thailand	Lebanon	Turkmenistan	Kazakhstan	Sri Lanka
Hong Kong	Singapore	Vietnam	Pakistan India	
	Tajikistan	Philippines		

AFC ROUND 1

- There are ten groups of three or four teams. Each group plays a double Round Robin.
- Group winners advance to Round 2.

AFC ROUND 2

- Ten group winners are divided into two groups of five teams.
- Both groups play a single Round Robin schedule.
- The winner and the runner-up in each group (four teams total) advance to Round 3. Three of these teams automatically qualify.



AFC ROUND 3

- The two Round 2 winners already qualify for the World Cup and play a final AFC Championship match.
- Two Round 2 losers compete in a third place play-off. The winner qualifies for the World Cup.

AFC ROUND 4

- The team that loses the third place play-off plays the winner of OFC (Zone 2) in a Home-and-Away series. The winner qualifies for the World Cup.



ZONE 4: Union Of European Football Association (UEFA)

50 Nations enter; 14 teams advance + France

Zone 4: UEFA TEAMS

GROUP 1	GROUP 2	GROUP 3
Greece	England	Norway
Denmark	Italy	Switzerland
Croatia	Georgia	Hungary
Slovenia	Poland	Azerbaijan
Bosnia-Herzegovina	Moldova	Finland

GROUP 4	GROUP 5	GROUP 6
Sweden	Russia	Yugoslavia
Scotland	Israel	Slovakia
Austria	Bulgaria	Czech Republic
Belarus	Luxembourg	Spain
Estonia	Cyprus	Faroe Islands
Latvia	Malta	



GROUP 7	GROUP 8	GROUP 9
Wales	Republic of Ireland	Ukraine
Belgium	Romania	Armenia
Netherlands	Lithuania	Germany
Turkey	FYR Macedonia	Portugal
San Marino	Iceland	Northern Ireland
	Liechtenstein	Albania

Byes

- France receives a bye and automatically qualifies for the World Cup. If you control France, another (random) team from this zone receives a bye.

UEFA QUALIFYING ROUND

- Nine groups of five/six teams each play a double Round Robin schedule. The nine group winners and the best runner-up qualify for the World Cup.
- To determine the best runner-up of the nine groups (after the group ranking is complete) only the matches played against the teams ranking first, third and fourth in each group are considered. The following conditions apply in this order:
 - Points gained in matches against teams coming first, third and fourth; goal difference in these games; higher number of goals scored in these games; higher number of goals scored against these opponents in the away games.
- The eight other runners-up (one from each group) are drawn by lots into four pairs and play a qualifying Home-and-Away series. The four winners determined by these pairings qualify for the World Cup.



ZONE 5: Confederation Of North, Central American And Caribbean Association Football (CONCACAF)

30 Nations enter; 3 teams advance

Zone 5: CONCACAF TEAMS

CARIBBEAN GROUP

Aruba	Grenada	Antigua	Haiti
Bahamas	Jamaica	Bermuda	Netherlands Antilles
Barbados	Puerto Rico	Cayman	St. Kitts/Nevis
Cuba	St. Lucia	Dominica	St. Vincent & Grenadines
Dominican Republic	Surinam	Guyana	Trinidad and Tobago

CENTRAL AMERICAN GROUP

Belize
Guatemala
Nicaragua
Panama

Byes

If you control a bye team from any round(s), you play that team's game at the start of the following round. (e.g., If you control the United States, the US team becomes available at the start of the Semi-final Round.)

- Round 1: Bermuda, Barbados, Cayman, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam, and Trinidad/Tobago
- Round 1/2: Belize, Guatemala, Nicaragua, and Panama
- Round 1/2/3: Canada, Costa Rica, El Salvador, Honduras, Mexico, and U.S.

CONCACAF ROUND 1

- The following Caribbean Group teams play a Home-and-Away series. Winners advance to Round 2.

Aruba vs. Dominican Republic	Bahamas vs. St. Kitts/Nevis
Guyana vs. Grenada	Dominica vs. Antigua



CONCACAF ROUND 2

- The following Caribbean Group teams play a Home-and-Away series. Winners advance to Round 3.

Surinam vs. Jamaica	Bermuda vs. Trinidad and Tobago
Cayman Islands vs. Cuba	Puerto Rico vs. St. Vincent
Bahamas-St. Kitts winner vs. St. Lucia	Dominica-Antigua winner vs. Barbados
Guyana-Grenada winner vs. Haiti	Aruba-Dominican Republic winner vs. Netherlands Antilles

CONCACAF ROUND 3

- The remaining Caribbean Group teams play a Home-and-Away series against one opponent (draw to be held after Round 2 games). The four winners advance to the Semi-finals.
- The following Central American Group teams play a Home-and-Away series. Winners advance to the Semi-finals:

Nicaragua vs. Guatemala	Belize vs. Panama
-------------------------	-------------------

CONCACAF SEMI-FINAL ROUND

- Three groups of four teams each play a double Round Robin.
- The top two teams from each group advance to a final round.

GROUP 1	GROUP 2	GROUP 3
United States	Canada	Mexico
Costa Rica	El Salvador	Honduras
Guatemala-Nicaragua winner	Belize-Panama winner	Caribbean Round 3 qualifier
Caribbean Round 3 qualifier	Caribbean Round 3 qualifier	Caribbean Round 3 qualifier

CONCACAF FINAL ROUND

- Six teams play a double Round Robin schedule.
- Top three teams advance to World Cup.





ZONE 6: Confederation Africaine De Football (CAF)

36 Nations entered; 5 teams advance

Zone 6: CAF TEAMS

Nigeria	Zambia	Kenya	Sierra Leone
Egypt	South Africa	Burundi	Madagascar
Cameroon	DR Congo	Mauritania	Cote d'Ivoire
Morocco	Angola	Mozambique	Mauritius
Liberia	Zimbabwe	Malawi	Rwanda
Tunisia	Togo	Uganda	Algeria
Burkina Faso	Guinea	Guinea-Bissau	Senegal
Namibia	Gabon	Gambia	Sudan
Congo	Ghana	Swaziland	Tanzania

Byes

- If you control any Round 1 bye teams (Cameroon, Egypt, Morocco and Nigeria), you play their games at the start of Round 2.

CAF ROUND 1

- The following teams play a Home-and-Away series. Winners advance to Round 2:

Togo vs. Senegal	Madagascar vs. Zimbabwe
Tanzania vs. Ghana	Mauritania vs. Burkina Faso
Sudan vs. Zambia	Namibia vs. Mozambique
Rwanda vs. Tunisia	Congo vs. Ivory Coast
Swaziland vs. Gabon	Burundi vs. Sierra Leone
Guinea-Bissau vs. Guinea	Kenya vs. Algeria
Uganda vs. Angola	Malawi vs. South Africa
Mauritius vs. DR Congo	Gambia vs. Liberia

CAF ROUND 2

- The 16 winners from Round 1, plus Cameroon, Egypt, Morocco and Nigeria are placed into five groups of four teams (draw occurs after Round 1).
- Each group plays a double Round Robin schedule. Five winners advance to the World Cup.



Playing The Game

The road to the World Cup is long and unforgiving. If you fail, your country must wait four more years for their chance to capture the cup. Pull out all the stops to take your team all the way. Following is a detailed breakdown of every move you can perform on the pitch.

Your Team Has The Ball...

EA TIP: The longer you hold the action buttons (**A**, **B**, or **C**), the more powerful your lob, pass, or shot.

Kick Off

The game starts with a kick off from the centre spot. A kick off also follows a goal and starts the second half.

- To kick off, press **B**.

Pass

Move the ball down the pitch with crisp, clean passes from player to player.

- To **pass** the ball to a team-mate, D-Pad towards the receiver and press **B**.
- To perform a **pass that leads the receiver**, D-Pad towards the receiver and double-tap **B**.

Passback Mode

After a pass you can return the ball to the original carrier with the push of a button.

To perform a passback:

1. Press **Y** + D-Pad to pass the ball and enter passback mode. You retain control of the original ball carrier.
2. Press **B** to passback. The receiver returns the ball to the original carrier.
 - To perform a passback but control the receiver, double-tap **Y**.
 - To cancel passback mode, tap **Y**. You control the receiver.

Lob

When a pass on the ground is likely to be intercepted, lob the ball high over your opponent's head.

- To **lob to a team-mate**, press **A**.
- To **flick the ball to yourself**, double-tap **A**.
- To perform a **lob that leads the receiver**, tap and hold **A**.



Sprint

When your usual pace isn't cutting it, break into a sprint.

Note: Too much sprinting tires players.

- For a burst of **speed**, press or tap **X**.

Evade Tackle/Dive

Every team is hungry for the Cup. Expect heavy defence and plenty of attempted steals.

- To **jump** a slide tackle, press **Z**.
- To **dive**, double-tap **Z**.

Skill Moves

Perform dozens of skilful moves by combining **Right SHIFT** or **Left SHIFT** with a variety of action buttons (**A**, **B**, **C**, **X**, **Y**, **Z**).

Example 1: Tap **Right SHIFT** for a quick move to the right.

Example 2: Hold **Left SHIFT** or **Right SHIFT** + **X**. The player performs a 360° spin.

Shoot

Shoot! Shoot! You can't score if you don't shoot.

- To **shoot**, press **C**. Your player shoots the ball at the opponents net.
- For a quick, **low shot** on the net, tap **C**.
- For a short, **lofting shot**, double-tap **C**.

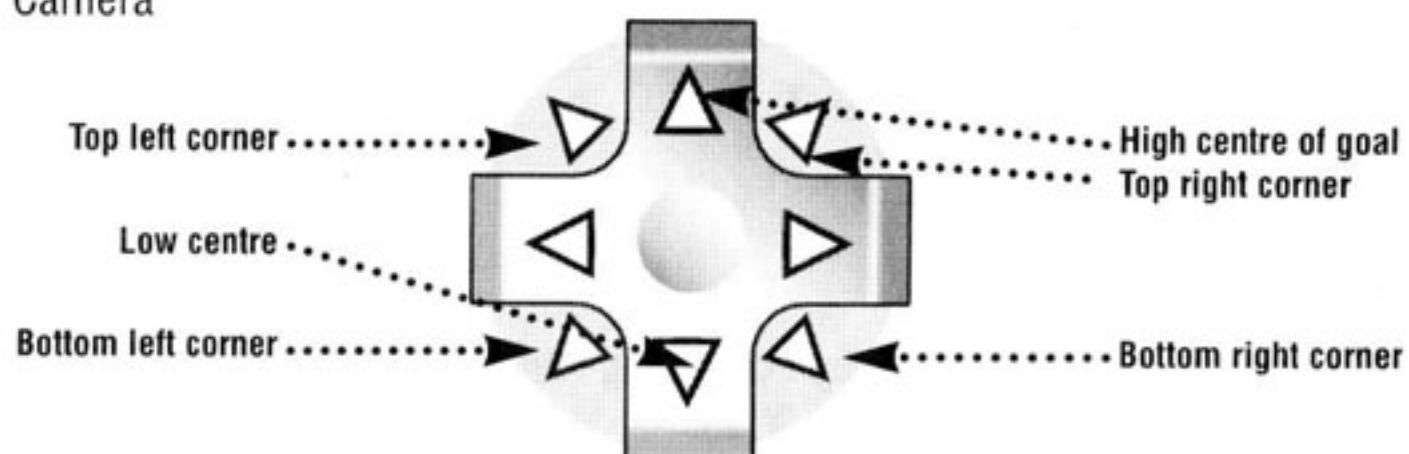


Shot Targeting

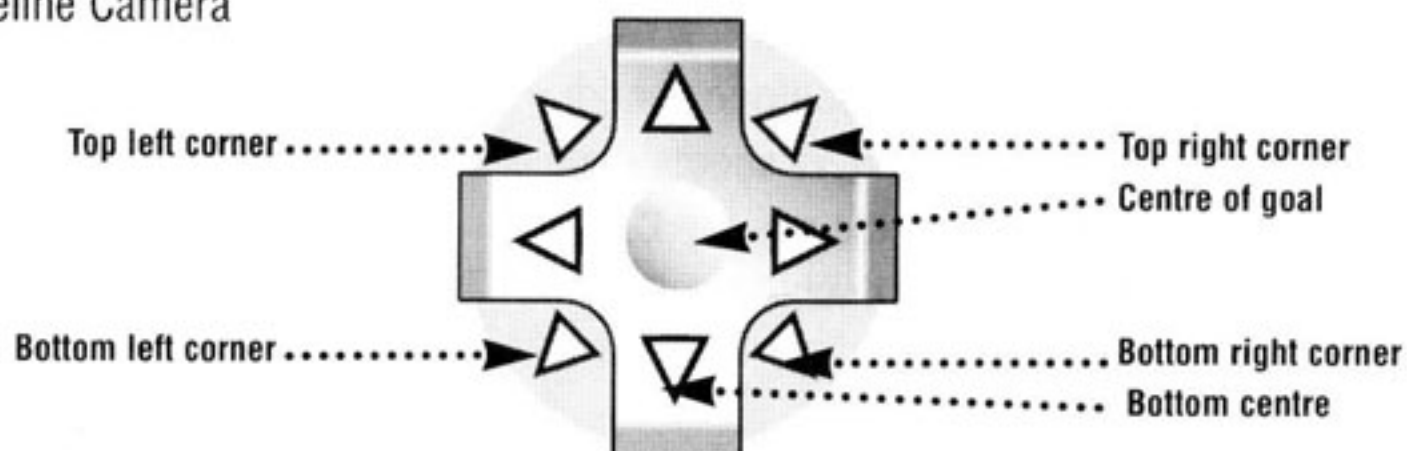
While you hold C (shoot), D-Pad to direct the ball relative to the camera view.

EA TIP To perform **sound effects** after scoring or conceding a goal, press **A**, **B**, **C**, or **X**.

Ball Camera



Sideline Camera



The Opposition Has The Ball...

Switch Player

- To **switch control** between marking players, press or tap **B**. You control the defender closest to the ball.

Tackle

If you're marking the ball carrier, and he begins to pull away, tackle him to gain possession of the ball.

- To stop your opponent's progress and **steal** the ball, press **C**.
- To clip the ball away with a **slide tackle**, press **A**.

Aggressive Moves

When you must stop the ball at all costs, get aggressive.

Note: A player who performs an aggressive move is likely to be booked.

- To perform a **vicious tackle** or **lunge**, press **Y**.
- To perform a **hip check** or **elbow**, double-tap **Y**.

Sprint

To catch an elusive ball carrier or intercept a pass, turn up the speed.

Note: Too much sprinting tires players.

- For a burst of **speed**, press or tap **X**.

The Ball Is In Mid-Air...

EA TIP For aerial balls, activate the moves as early as possible to gain the advantage. Hold the button until your player makes contact with the ball.

Header

When the ball is in mid-air, and you are closely marked by the opposition, a header is the best move to gain possession of the ball.

- To perform a **high header** hold **A**.
- To perform a **headed pass** hold **B** + D-Pad.
- To perform a **headed shot** on goal hold **C**.

Volley

A volley is the perfect move if you have plenty of time and no defenders are near.

- To perform a **high volley**, tap, then hold **A**.
- To perform a **volleyed pass**, tap, then hold **B**.
- To perform a **volleyed shot** or **bicycle kick**, tap, then hold **C**.



The Keeper Has The Ball ...

After your keeper makes the save, you gain control.

- For a short **throw** directly to a team-mate, press **A** or **B**.
- To **drop kick** the ball up the middle, press **C**.
- To **drop the ball** to the keeper's feet, press **Z**. The Keeper functions as an outfield player.

In Dead Ball Situations...

The ball is considered a Dead Ball when it is kicked (or thrown) from a fixed position.

Free Kick, Corner Kick, and Goal Kick

EA TIP Use **Left SHIFT** and **Right SHIFT** to put a curl on your kicks.

FREE KICK

A foul occurs. A free kick is awarded to the non-offending team.

CORNER KICK

The ball passes over the goal line, missing the goal, and a defender is the last to make contact with the ball. A corner kick is awarded to the attacking team.

GOAL KICK

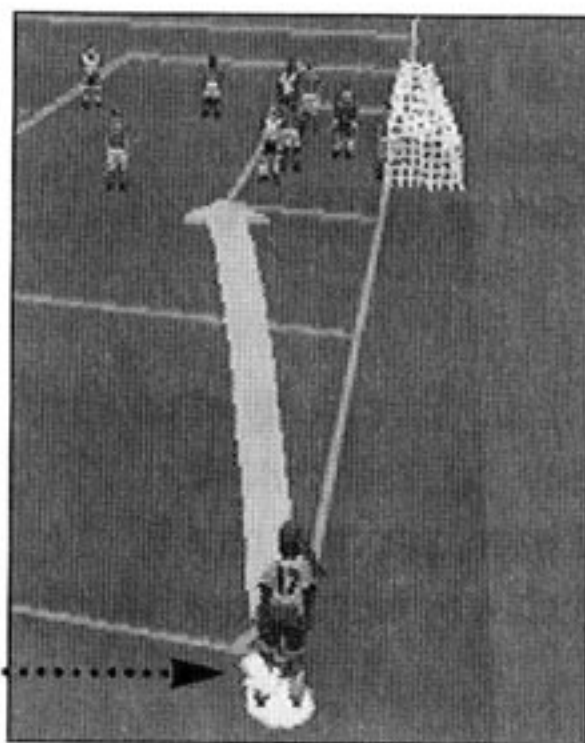
The ball passes over the goal line, missing the goal, and an attacker is the last to make contact with the ball. A goal kick is awarded to the defending team.

Dead Ball Modes (Free Kick, Corner Kick, and Goal Kick)

Select from one of three modes before you kick a Dead Ball into play.

- To cycle Normal/Receiver/Target mode, press **Z**. Normal mode is the default.

Control the kicker.



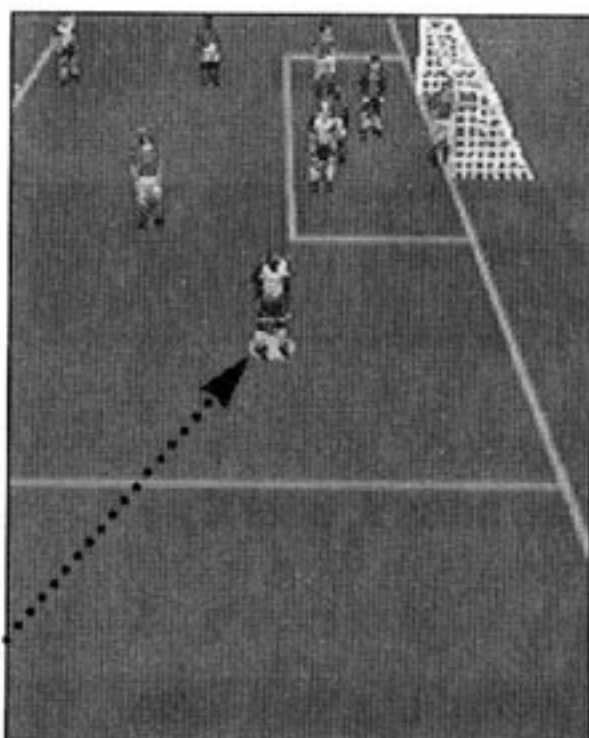
Normal mode

- While in normal mode, hold **A**, **B**, or **C** to **build strength** for your kick.
- To set the height (**UP/DOWN**) and direction (**LEFT/RIGHT**) of the kick, press the D-Pad.
- To **kick** the ball into play, press **A**, **B**, or **C**.

Receiver mode

To **switch receivers**, press **B**.

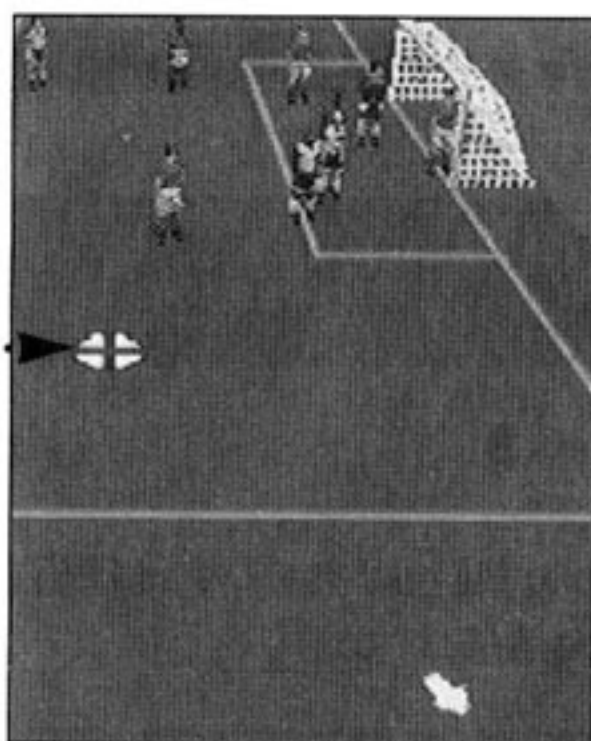
To **kick the ball** to the receiver, press **A** or **C**.



Target mode

- To **move the target**, D-Pad.
- To **lob** the ball to the target, press **A**.
- To **pass** the ball to the target, press **B**.
- To **cross or clear** the ball to the target, press **C**.

Kick the ball to a set target. •



Throw In

The ball passes over either touch line. A throw in is awarded to the team that was not the last to make contact with the ball.

Dead Ball Modes (Throw In)

Select from one of three modes before you throw a Dead Ball into play.

- To cycle Receiver/Normal/Target mode, press **Z**. Receiver mode is the default.

Receiver Mode

Control the receiver.

- To switch receivers, press **B**.
- To perform a high throw, press **A**.
- To perform a low throw, press **C**.

Normal Mode

Control the player throwing the ball in.

- To throw the ball into play, press **A**, **B**, or **C**.

Target Mode

Throw the ball to a set target instead of a team-mate.

- To move the target, D-Pad any direction.
- To perform a high throw, press **A**.
- To perform a low throw, press **B** or **C**.

Penalty Kick

PENALTY KICK

A foul occurs within the penalty area against an attacker. A penalty kick is awarded to the attacking team.

Shooter

1. D-Pad to direct the shot.
 2. Press **C** to kick.
- To switch shooters, press **B**.

Keeper

- To move the keeper along the goal line, D-Pad **LEFT/RIGHT**
- To attempt a save, press **A**, **B**, or **C**.



Pausing The Game

You may pause the game any time a match is in progress.

- To pause the game, press **START**. A Pause menu overlay appears.

RESUME MATCH Return to the match.

INSTANT REPLAY Replay a questionable call or relish a great play.

Note: Instant Replay is not available after red card infractions.

CAMERA

Select one of eight camera angles for outdoor stadiums and one of four camera angles for indoor stadium play.

CONTROLLER SELECT

Alter your original controller setup.

CONTROLLER OPTIONS

Alter controller configurations.

TEAM MANAGEMENT

See *Team Management* Section.

OPTIONS

See *Options* Section

MATCH STATISTICS

Check the score, number of shots, shots on target, corners, and fouls, and the area of the pitch where all the action has taken place.

SCORE SUMMARY

Check the time of each goal and the man who scored it.

FOUL SUMMARY

Check bookings for both teams.

RESTART MATCH

Restart the match from the initial Kick Off.

QUIT MATCH

End the match and return to the Standings screen.

QUIT WORLD CUP/ QUIT LEAGUE

Exit the game mode and return to the Main menu.



Training

Select TRAINING from the Main menu to run drills and practice your game in a competitive atmosphere.

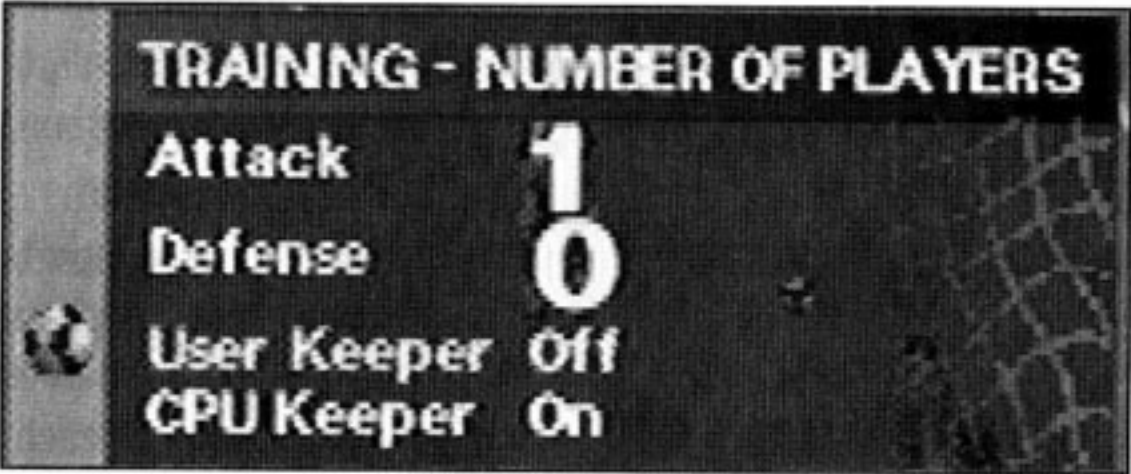
To Set Up A Drill:

- 1. Select a team:
D-Pad **UP/DOWN** to toggle between leagues/zones and teams. D-Pad **LEFT/RIGHT** to cycle your selections, then press **START**.
- 2. Select the focus (Attack or Defence) of your drill:
D-Pad **LEFT/RIGHT** to move your controller beneath Attack or Defence, then press **START**.
- 3. Select a training scenario (i.e., drill):
D-Pad **UP/DOWN** to scroll drills, then press **START**.
- 4. Set your options:

D-Pad **LEFT/RIGHT** to cycle/toggle highlighted options

Press **START** to begin Training.

D-Pad **UP/DOWN** to highlight training options



Note: Options not available for Penalties.

- To exit a drill, press **START**, then select QUIT TRAINING from the Pause menu.

Drills

PENALTIES	
Defence:	Defend the goal
Attack:	Score.
FREE KICKS	
Defence:	Clear the ball over the half line or any touch line before the opponent scores.
Attack:	Score before the defence clears the ball.



Before the drill begins, an X appears on the pitch.

- To move the X and place the ball anywhere from the half line in (except the goal box), D-Pad **LEFT/RIGHT UP/DOWN**.
- To begin the drill, press **A**.

Corners

Defence: Clear the ball over the half line or any touch line before the opponent scores.

Attack: Score before the defence clears the ball.

Before the drill begins, an X appears in a corner of the pitch.

- To toggle between the Left/Right corner, D-Pad **LEFT/RIGHT**.
- To begin the drill, press **A**.

Training Match

Attack/Defence: Gain control of the ball and shoot it into the opposing goal

Penalty Shoot-Out

Determine a winner with a penalty shootout. Each team takes five penalty kicks. If teams remain tied after five kicks, teams shoot single-shot rounds until one team scores and the other doesn't.

- Select a team exactly as you would in any other game mode.

Shot Taker: Direct the shot with the D-Pad, then press C to kick.



Keeper: D-Pad LEFT/RIGHT to move the keeper along the goal line. To attempt a save, press A, B, or C.

CUSTOMISE SQUAD

Utilise the game's customising functions to edit team and player attributes, perform club transfers, or call up reserves to your national team.

- Press **START** to exit any Customise Squad screen. Be sure to save changes before advancing.

Player Attribute Abbreviations

Player attributes are rated from 35-99 (99 being best).

To view a player's attribute ratings:

1. Press **A** to activate the roster.
2. D-Pad **UP/DOWN** to highlight a players name
3. D-Pad **LEFT/RIGHT** to cycle attributes.

Acl:	Acceleration	Rct:	Reaction
Agl:	Agility	Spw:	Shot power
Atb:	Attack bias	Sac:	Shot accuracy
Awr:	Awareness	Spd:	Speed
Bct:	Ball control	Tac:	Tackles
Cre:	Creativity	Agg:	Aggression
Fit:	Fitness	Pba:	Pass bias
Hac:	Header accuracy	Sba:	Shot bias
Pac:	Passing accuracy		

International Selection

Bring reserve players onto national squads or drop members to the reserves. National squads must number between 11 and 25 players.

Note: In Road to World Cup 98 mode, you can perform transfers only for the Qualifying Round.

To Transfer A Player Between The Reserves And Team Roster:

1. Press **A** to activate the roster.
2. D-Pad **UP/DOWN** to highlight the player's name, then press **C** to select.
3. **Make Transfer?** Press **C** to confirm. The player's name transfers from one roster to the other.

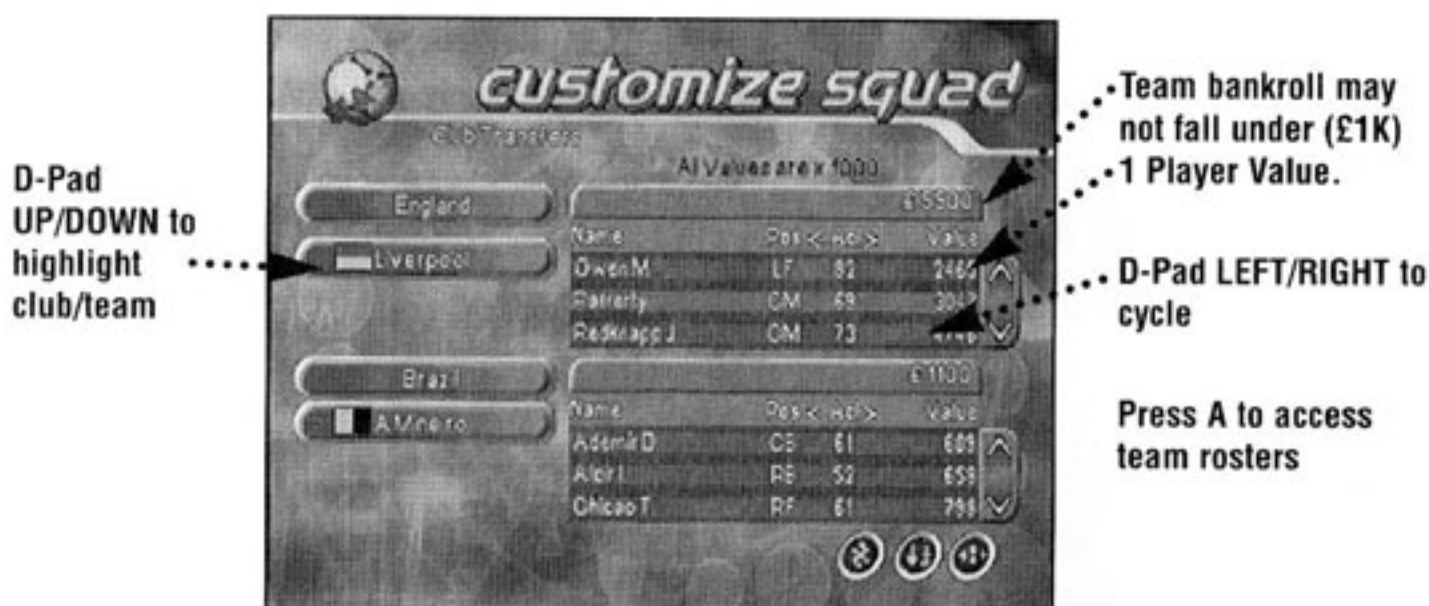


Club Transfers

Transfer players to and from any club team. Club squads must number between 11 and 20 players.

To Transfer A Player Between Club Teams:

1. Press **A** to activate the roster.
2. D-Pad **UP/DOWN** to highlight the player's name, then press **C** to select.
3. **Make Transfer?** Press **C** to confirm. The player's name transfers from one roster to the other.



Note: Each club team begins with a set bankroll. You can increase this bankroll only by transferring, selling players to other teams.

Player Edit

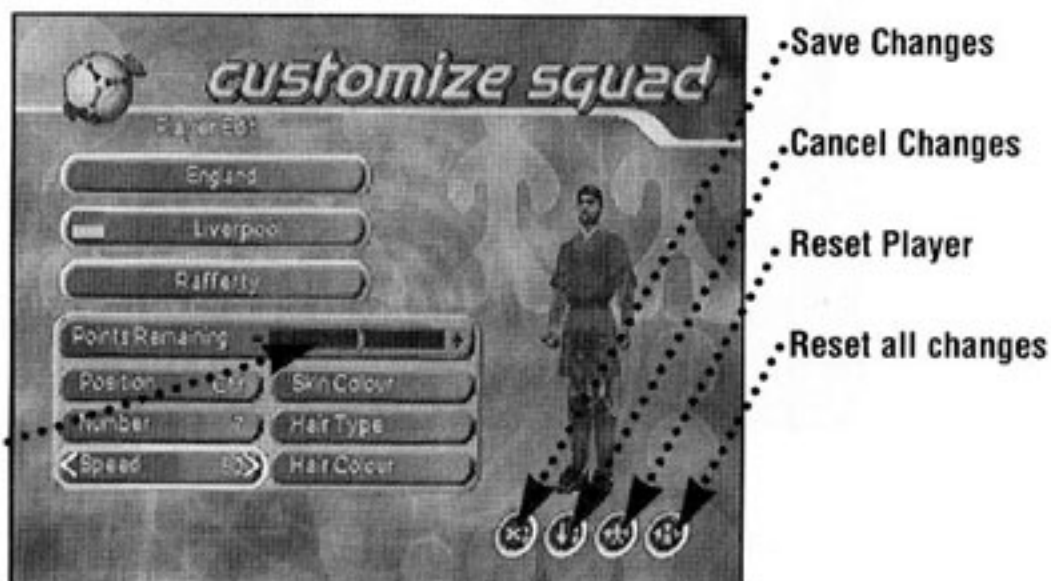
You can edit the personal features and attributes of individual players. If you increase the value of any player attribute, you must equally decrease the value of others.

D-Pad UP/DOWN to highlight items within a section

D-Pad LEFT/RIGHT to cycle attributes

Press A to cycle screen sections.

A player's attribute point total may not end in the negative (red) zone.



To Alter A Player's Name:

1. Highlight the current name and press **C**. A slot appears with a yellow cursor.
2. D-Pad **UP/DOWN** to cycle letters and numbers.
3. D-Pad **LEFT/RIGHT** to move the cursor from one space to the next.
4. Press **C** to accept the altered name. After you save the edited player, the new name replaces the original on all rosters.

Team Edit

Adjust home and away kits (uniforms) for any team, alter the team's name and view a team's monetary value.

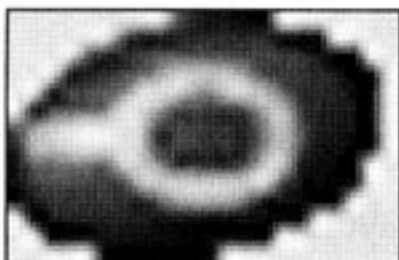
D-Pad **UP/DOWN** to scroll through every item (except icons)

When arrows appear, D-Pad **LEFT/RIGHT** to cycle options

Alter a team name as you would a player name



Options



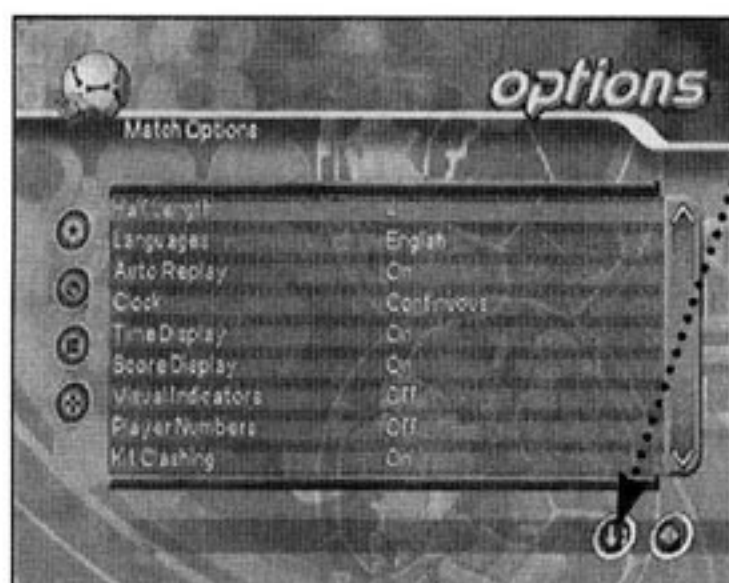
Options Icon; You can select the Options icon from most setup screens. Use the numerous options to customise your game. Below is a description of some of the new and more complex options available in this game.

Match Options

Gameplay Options

Audio Options

Controller Options



Save your changes as the default options with the save changes icon

- To temporarily save changes, press **START**
- To cancel them, press **B**.

Note: Default options are listed in **bold**.

Match Options

HALF LENGTH	Set the half length to 2, 4 , 6, 8, 10, 20, or 45 minutes.
LANGUAGES	Display on-screen text in English , French, German, Italian, Spanish, Swedish, or Dutch.
AUTO REPLAY	Automatically replay all goals with this option ON .
CLOCK	Set the game clock to run CONTINUOUS or to stop during every OUT OF PLAY scenario.
TIME DISPLAY	Toggle the game clock display ON/OFF .
SCORE DISPLAY	Toggle the score display ON/OFF .
VISUAL INDICATORS	Toggle the passback indicators and crosshairs ON/OFF .
PLAYER NUMBERS	Toggle player's jersey numbers ON/OFF .
KIT CLASHING	Obtain a supplemental kit for one team if competing teams have similar colours. The home team has priority on retaining its original kit.
CAMERA	Set the camera angle for the match to Classic, Ball, Sideline, Goal, Shoulder, Tele-Cam , Action, or Stadium.



Gameplay Options

OFFSIDE	Toggle ON to honour the Offside rule.
INJURIES	Toggle OFF to prevent player injuries from affecting gameplay.
REFEREE STRICTNESS	Determine how strictly the referee calls the match. Select RANDOM , and the referee's strictness varies. Select DEFINED and access the Strictness Slidebar (see below).
STRICTNESS SLIDEBAR	(Available when Referee Strictness is set to DEFINED) Set the slidebar to reflect how strictly the referee calls the entire match (HIGH being the most strict).
BOOKINGS	Toggle ON , and the referee hands out red and yellow cards for appropriate infractions.
SUBSTITUTIONS	Limit substitutions to 3 or 5 per match/per team or allow UNLIMITED substitutions throughout a game.
FATIGUE	Toggle ON , and players suffer from fatigue from too much running.
PLAYER ATTRIBUTES	EXAGGERATE skills such as running, passing, and shooting.
CATCH-UP LOGIC	Toggle ON to make it easier for the losing team to even the score.

Audio Options

Adjust the volume of game and menu sound effects and music, and in-game commentary.



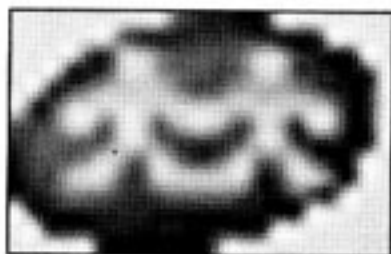
Controller Options

Save a difficulty level and the amount of help you receive from the computer to one of eight controller configurations.

CONTROLLER CONFIGURATION	Cycle the eight configuration settings.
DIFFICULTY LEVEL	Set your computer opponent's overall skill level to Amateur, Professional , or World Class.
SHOT TARGETING	Control shot targeting with the D-Pad, or let the computer (CPU) handle the direction of your shots.
SKILL MODE	Perform a variety of skilful moves, using assigned buttons. (See <i>Skill Mode</i> section.)
AI-ASSISTED HEADERS	Toggle ON and the computer performs headers for you.
AUTOMATIC CROSSES	Perform a cross for a player running down the wing, using the lob button when ON.
PASSBACK	Toggle ON to control the passing AND receiving player after a pass.
TEAM MANAGEMENT	Select AI ASSISTED to get team management assistance from the computer. (i.e. If you're down in players, the computer adjusts your formation to cover any holes.)



Team Management



You can select the Team Management icon from most setup screens and set up your team to perform to its maximum potential. (Additional options appear when you select TEAM MANAGEMENT from the Pause menu.)

Note: Be sure to save changes before advancing. Any Team Management changes made from within League or World Cup mode are specific to that tournament and are saved when that tournament is saved.

STARTING LINEUP	Assign starters from your team lineup.
SUBSTITUTE	(Pause menu) Substitute your reserves into the game.
FORMATION	Set your team formation.

Note: You must field 11 players, including the goalie.

STRATEGY	Alter the positioning of the team as a whole.
AGGRESSION	Set the aggression of each player on your team.
KICK TAKERS	Designate players to take corner kicks, penalty kicks, and free kicks.
POSITIONING	Alter the positioning of individual players on the field.
ATTACKING BIAS	Set the attacking tendency of an individual player.
MAN MARKING	(Pause menu) Assign specific marking responsibilities.



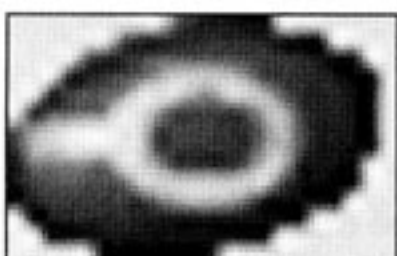
Saving And Loading Games

Following completion of a match, you can save your League or World Cup progress from the Standings screen and Fixtures screen. If you exit the game mode without saving, you lose all progress made during that gameplay session.

Note: Never insert or remove a back-up RAM cartridge when loading or saving files.



Select the Save Game icon to save a tournament or season in progress. Names for the saved games are assigned automatically.



Select the Load Game icon to load a tournament or season in progress.

Note: A saved game has its own database. Any team changes you make within a saved game do not affect the settings for another game.



CREDITS

Climax Team

President - Climax

Producer

Lead Programmer

Senior Programmers

Additional Programming

Lead Artist

Artist

Audio Conversion

Tester

EAC Saturn Team

Executive Producer

Director, Product Development

Producer

Development Director

Assistant Producer

Libraries

Audio Libraries

QA Lead

QA Assistant Leads

QA Testers

EAC Common Team

Programming Architect

Franchise Development Director

Art Director

Franchise Art Lead

Core Production

Core Team Lead Programmers

Core Team Programmers

Core Team Artists

Additional Programming

Additional Art

Animation Lead

Animator

Additional Animation

Audio Specialists

Cg Supervisor

Cg Artist

Video Lead

Video Assistant

Additional Cg Art

Production Assistants

Co-Op Production Assistant

Manager, Motion Capture

Motion Capture Shoot Supervisor

Motion Capture

Karl Jeffery

Scott Sanders

ZZKJ

Damian Stones, Damian Hammond, Tom Pinnock

Richard Beavan

Agust Fridriksson

Mike Oakley

Matt Simmonds

George Buggins

Bruce McMillan

Warren Wall

Marc Aubanel

Dylan Miklashek

David McCarthy

James Fairweather

Dave Mercier

Gordon Thornton

Kyle Seller, Mike McCartney

Randy Deluna, Patrick Donaghy, Cristian Isac, Rafael Erana, Ali Mehrassa, Octavio Izaurralde, Fausto Mazutto, Ryan Yewell, David Weller, Mark Peters, Carvy Spindler, Edward Chiu

Penny Lee

Gaivan Chang

David Adams

Jackie Ritchie

Andy Abramovici, Brent Disbrow, Robert Kaill, Nick Malaperiman, Heidi Newell, M. James Schulte, Kerry Whalen, Nicholas Wlodyka

Desmond Fernando, Brian Plank, Andrew Routledge, Ted Sylka

Jorge Consuegra, Michael Gordon, Chris Khoo, John Lawrie, Kevin Pickell, Jason Rupert

Terry Chui, Brian Keane, Margaret Livesey, Laura Parr

Robert Bailey, Wyatt Cheng, Bartosz Kijanka

Lasko Konopa, Norie Miura,

Joe MacDonald

Cory Slavin

David Demorest

Omar Al-Khafaji, Neil Biggin, Chris Taylor (CT)

John Rix

Craig Hui

Tom Raycove

Dwayne Wudrich

Dimension's Edge

Iris Benbassat, Jennifer Campbell, Catherine Williamson

Renton Leversedge

Evan Hirsch

David Coleman

Daven Coburn, Andrea Donnelly, Jj Gonzales, Demian Gordon, Moses Kaplinsky, Vince Ng, Peter Saumur, Susan Skerl, Cote



Manager, 3D Tools**3D Tools****Manager, Libraries****Libraries****Localisation Producer****European Localisation Manager****Language Testing Co-ordinator****Translation Co-ordinators****Voice Talent****QA Co-ordinator****Mastering****QA Database****QA Tech Supervisor****Hardware Compatibility Lead****Hardware Compatibility Support****Technical Advisors****Product Marketing****Public Relations****Documentation****Package Photography****Package Art And Design****EASM Quality Assurance****Special Thanks**

Paul Lewis

Bill Craft, Ian Gilliland, Sean Halliday, Frank Henigman, Sal Melluso, Scott Swan

Rick Friesen

Frank Barchard, Andrew Brownsword, Shaun Don, Tony Lam, Dave Mercier, Curtis Patzer, Patrick Ratto, Gerry Shaw

Louise Read

Dominique Goy

Simon Davison

Bianca Normann, Sandra Picaper, Julio Valladares, Maria Ziino

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Music Consultant**Music Credits****Blur**

"Song 2"

Written by Damon Albarn, Steven Alexander James

Graham Coxon and David Rowntree

Performed by Blur

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Patent numbers:

U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792;

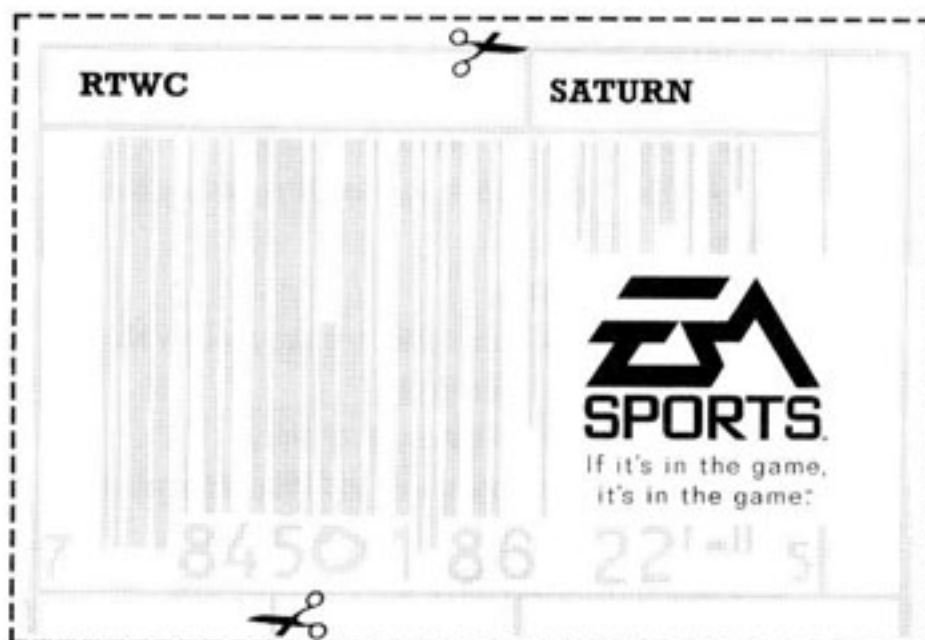
Europe Nos. 80244;

Canada No. 1,183,276;

Hong Kong No. 88-4302;

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U.K.K No. 1,535,999





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